

FIG. 1

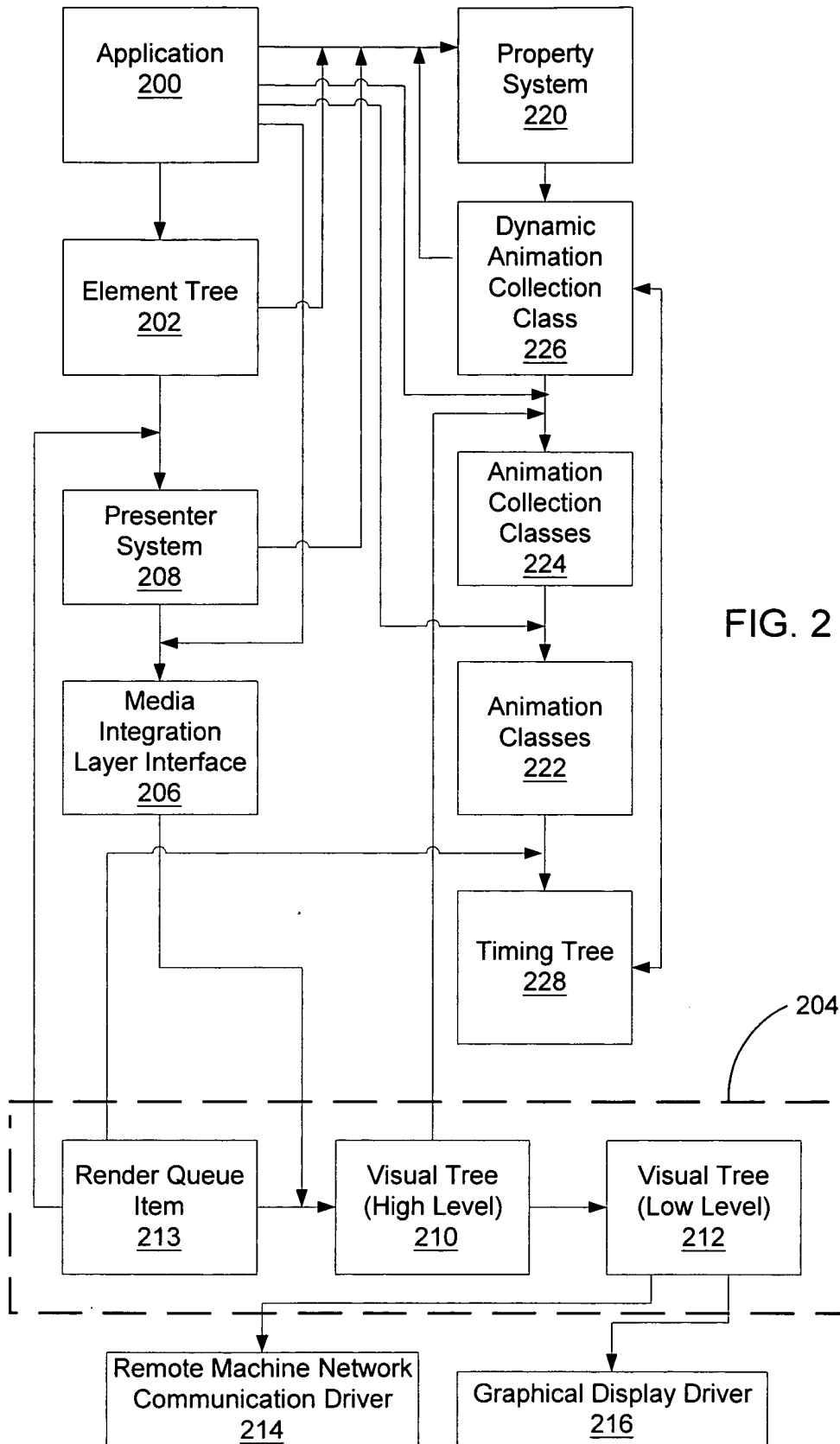


FIG. 2

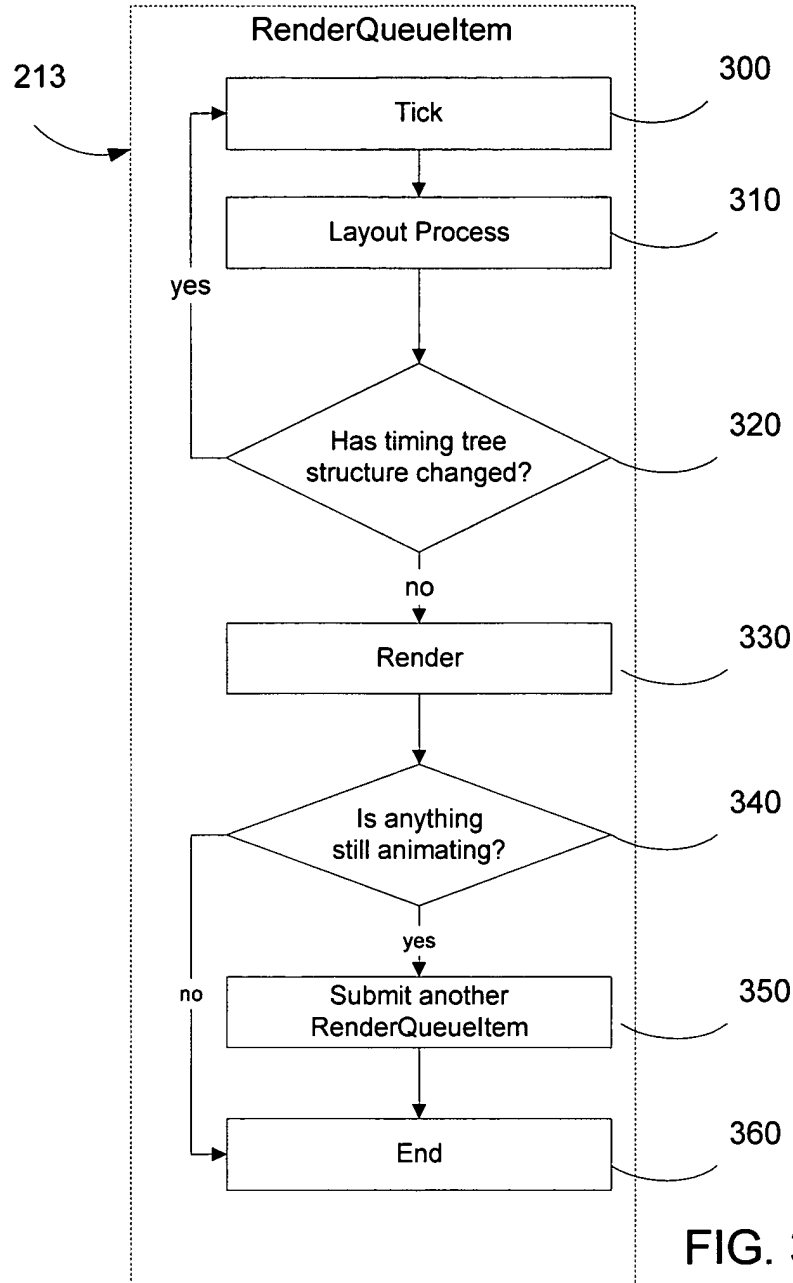


FIG. 3

ANIMATION CLASS

400	Animation Properties From To By KeyValues Interpolation Method KeyTimes KeySplines IsAccumulating IsOverridingBaseValue UsesBaseValue
410	Timing Properties CurrentTime ParentTimeline Begin Duration Progress RepeatCount CurrentRepeat RepeatDuration Acceleration Deceleration Autoreverse End EndSynch Fill FillDefault Restart RestartDefault Speed IsForwardProgressing IsReversed IsChanging IsPaused
420	Methods Animation Constructors (See Fig. 5) BeginIn EndIn Pause Resume Seek GetUniqueInstance GetValue
430	Events Changed Begun Ended Paused Repeated Resumed Reversed Searched

FIG. 4

ANIMATION CONSTRUCTOR TYPES

500	From
510	To
520	From-To
530	By
540	From-By

FIG. 5

ANIMATION COLLECTION CLASS

600	Methods GetUniqueInstance GetValue DefaultParentTimeline
610	Properties IsChanging IsOverridingBaseValue Animations(array)
620	Events Changed

FIG. 6

DYNAMIC ANIMATION COLLECTION CLASS

700	Methods Constructor Animation Collection SetDefaultParentTimeLine GetValue OnChanged
710	Properties OriginalDynamicProperty Element IsOverridingBaseValue

FIG. 7